

New Magic Items

MYSTICAL TAKES

There are many magical items to be found in the expansive forests, marshland caves, cliffside burrows, and mountain ruins of the ancient land of Humblewood. These magical items embody the essence of the Wood, and include mystic tools crafted by gifted spellcasters, rare treasures yet to be discovered, and fabled artifacts lost to time.

Uncommon Items

ANTLERS OF THE TRUE PATH

Wondrous item, uncommon

This polished wooden divining rod is a highly valued tool among Cairith's seers. It has been carved into the shape of antlers and scored with delicate filigree.

While holding the divining rod by its two carved antlers, you can spend 10 minutes visualizing a person, place, or object you are familiar with. After this time, the rod will pull you towards your target for as long as you concentrate to maintain the effect. The rod will only pull you towards the person, place, or object if it is within 1,000 feet of you, and on the same plane of existence.

Once you have used this item, it can't be used again until the next dawn.

BELT OF THE WEALD

Wondrous item, uncommon (requires attunement)

This thin chain belt appears to be made of metal, yet closer inspection reveals it to be made up of links of highly polished wood. While wearing this belt you gain the following benefits:

- You roll Survival checks with advantage while in a forest environment.
- You ignore difficult terrain while moving through forests.
- You can cast the longstrider spell once, targeting yourself. This property of the belt can't be used again until the next dawn.



Christina Kraus



Veronika Fedorova

Cory Trego



CLOAK OF SPINES

Wondrous item, uncommon (requires attunement)

This garment is made of large, soft quills that harden while worn. When wearing this cloak, your AC becomes 14 + your Dexterity modifier if you aren't wearing any armor.

If you are hit by a melee attack while wearing the cloak, you can use your reaction to cause the cloak to block the attack and retaliate against the attacker. Reduce the damage of an attack blocked in this way by 2d4, and you deal 2d4 points of magical piercing damage to the attacker. A hedge who uses the cloak to block a melee attack instead reduces the attack's damage by 4d4 and deals 4d4 points of magical piercing damage to the attacker. Once used, this property of the cloak can't be used again until the next dawn.

CROWN OF DAFFODILS

Wondrous item, uncommon (requires attunement)

This enchanted laurel crown is woven from leafy, flowering vines which sprout 1d4 blooming daffodils. As long as the crown has at least one daffodil in bloom while you wear it, you gain a +1 bonus to ability checks and saving throws.

You can remove a daffodil from the crown as an action and bestow it to another creature. The creature can choose to magically affix the given daffodil on their person. The daffodil can become a boutonniere, a hair ornament, or corsage. A creature wearing the daffodil or carrying it on their person gains a +1 bonus to ability checks and saving throws for 1 hour, after which the flower withers away.

Each day at dawn 1d4 daffodils bloom on the crown, up to a maximum of 4 daffodils. Once the last daffodil is removed from the crown, roll a d20. On a 1, the crown withers away and is destroyed.

GLOWING EMBER

Wondrous item, uncommon

This thick, diamond shaped glass prism contains an ember suspended in its centre. It weighs one pound and feels perpetually warm to the touch. When you speak its command word within 60 feet of it, the ember begins to glow, emanating the light spell. Any creatures within 20 feet of the illuminated prism also feel the ember's heat, and gain resistance to cold damage for as long as the ember glows. Speaking the command word again extinguishes the ember's light.

The prism can be attacked while it is illuminated. The prism is a Tiny object with 30 hit points, AC 16, resistance to non-magical slashing and piercing damage, as well as immunity to fire damage. Once the prism reaches 0 hit points it detonates, dealing 8d6 fire damage to each creature within 20 feet of it, and is destroyed. Creatures caught in the blast can attempt a DC 13 Dexterity saving throw, taking half damage from the explosion on a success.

You can speak a different command word to cause the prism to float up to 5 feet off the ground. Speaking this command word again causes the prism to stop floating. If you move more than 20 feet from the hovering prism, it follows until it is within 20 feet of you. It takes the shortest path to reach you, avoiding obstacles if possible. If prevented from moving towards you while it is illuminated, the prism begins to emanate even more heat. If unable to reach the creature it is following within 3 rounds, it detonates, as above.

Jon Neimeis



Jen Pattison

KWARK'S WONDROUS KERNELS

Marzena Piwowar

Wondrous Item, uncommon

This ordinary looking velvet pouch contains 2d4 1-inch-diameter seeds of various shapes and colors. These bags come in two varieties: a bag of planters, and a bag of tossables. For each seed, the GM rolls a d8 to determine its type, or chooses its type from one of the lists below.

The bag of planters contains seeds which must be planted. You can use an action to plant a seed in nearby soil. Doing so will cause the listed effect to occur in the space it was planted after 1 minute. Each object created by the seed will wither into organic mush within 1 hour after sprouting from the earth.

The bag of tossables contains seeds which must be thrown. You can use an action to throw a seed up to a range of 20 feet. The listed effect is instantaneous and destroys the seed.

BAG OF PLANTERS

d8	Seed Color, Shape	Effect
1	Black, Round Shaped	Grows a Large red flower that closes around the first Large or smaller sized creature that enters within 5 feet of the plant for the first time on a turn or starts its turn there. A creature swallowed in this way is restrained, blinded, and has total cover against effects that originate from outside the plant so long as it is inside of it. A swallowed creature can cut their way out by destroying the plant. A swallowed creature is freed once the plant is destroyed. The flower has AC 14 and 30 hit points. It withers away once it is reduced to 0 hit points.
2	Yellow, Oval Shaped	A strong root grows from the earth, bearing a removable wooden burl which resembles a stoppered bottle. This functions as an ever-smoking bottle, except that the cloud of smoke it produces is yellow and smells strongly of mustard.
3	Brown, Tear Shaped	A small tree grows from the spot the seed was planted. It has 1d4+1 red fruits hanging from its branches. The fruit can be eaten as an action and provides the benefit of a potion of healing. The fruits last until consumed or until their duration expires.
4	Orange, Tear Shaped	A sturdy sapling sprouts from the earth. One of its branches is longer than the others and can be easily removed. This branch can be commanded to glow or stop glowing by anyone holding it. It sheds bright orange light in a 60-foot-radius, and dim light in a 60-foot-radius beyond this.
5	Red, Round Shaped	A single wooden shaft grows from the earth, and then ignites. This magical torch can be removed and wielded. It sheds bright red light in a 30-foot-radius and dim light in a 30-foot-radius beyond this. You can make attacks with this torch as though it were a club. Any creature hit takes an additional 2d6 fire damage and must make a DC 13 Dexterity saving throw or catch fire. A creature that is on fire takes 1d6 fire damage at the start of their turn, and can repeat the saving throw using an action, ending the effect on a success. The torch cannot be extinguished except by magical means.
6	Russet, Oval Shaped	A hollow shell resembling a large ovular seed sprouts from the earth. This shell splits down the middle into two halves. Each half can be taken and wielded as a standard shield. Anyone wielding one of these shields has resistance to fire damage.
7	Green, Heart Shaped	A gnarled staff sprouts from the earth, covered in ivy and fruit-bearing grapevines. The staff can be taken and wielded as a quarterstaff. Treat this weapon as though it were under the effect of a shillelagh spell for as long as the staff exists.
8	Purple, Tear Shaped	The seed grows into a Huge mushroom with a wooden door in its side, and a small stone chimney rising from its cap. Inside, there is a stone hearth and five soft cushions. The person who planted the seed can issue a mental command at any time to lock or unlock the door.



BAG OF TOSSABLES

d8	Seed Color, Shape	Effect
1	Black, Round Shaped	The seed explodes into a haze of blue pollen. Each creature within 10 feet must make a DC 13 Constitution saving throw or fall asleep. A sleeping creature can be woken using an action, or by dealing 1 point of damage to them. Otherwise they will wake up in 1 minute.
2	Yellow, Oval Shaped	The seed bursts, unleashing a 10-foot-radius cloud of pungent yellow gas which lasts for 1 minute. The effect is otherwise identical to a stinking cloud spell (save DC 14).
3	Brown, Tear Shaped	The seed unleashes a burst of gentle, green radiance. Each creature within 10 feet gains 2d4+2 temporary hit points.
4	Orange, Tear Shaped	The seed erupts, releasing a cascade of orange acid. Each creature within 10 feet must succeed on a DC 14 Dexterity saving throw or take 2d8 acid damage.
5	Red, Round Shaped	The seed explodes in flames. Each creature within 10 feet must make a DC 14 Dexterity saving throw, taking 5d6 fire damage on a failure and half as much on a success.
6	Russet, Oval Shaped	The seed pops, unleashing a cloud of small brown burrs. Each creature within 10 feet becomes coated with them, and gains vulnerability to fire damage for 1 minute.
7	Green, Heart Shaped	The seed bursts, unleashing a cloud of floral pink mist. Each creature within 10 feet must make a DC 14 Wisdom saving throw or become incapable of attacking or taking hostile actions for 1 minute. A creature affected in this way can attempt the saving throw again on each of its turns, ending the effect on a success. The effect ends immediately if the creature is attacked.
8	Purple, Tear Shaped	The seed shatters into a haze of befuddling spores. Each creature within 5 feet must succeed on a DC 14 Constitution saving throw. On a failure, they are confused as the confusion spell, and must determine their actions randomly at the beginning of each of their turns. At the end of their turn, the target can repeat the saving throw, ending the effect on a success.



MAROTTE OF CHANCE

Rod, uncommon (requires attunement by a luma)

This rather unassuming marotte has been imbued with the magic of fate, specific to the Amaranthine Clhuran. Luma can tap into this force to cause it to unleash a plethora of magical effects.

This marotte can be used as an arcane focus for your spells. Additionally, you can use this marotte to make melee attacks. These attacks are calculated using your Charisma modifier + your proficiency bonus. Attacks made with the marotte deal 1d4 + your Charisma modifier bludgeoning damage. Each time you hit with this weapon, there is a 10% chance something odd happens. If it does, roll on the Chance Table to determine any additional effects that occur. The attack still deals damage as normal, unless otherwise specified.



CHANCE TABLE

d10 Effect

- 1 The attack deals no damage and emits a clear, resonant squeak, audible out to 100 feet.
- 2 A bouquet of sweet-smelling flowers springs from the head of the marotte. Your attack deals no damage, and the target of your attack must succeed on a DC 13 Wisdom saving throw or become charmed by you for 1 minute. The charmed effect ends the moment you or one of your allies takes hostile actions against the target.
- 3 You and the target of your attack immediately switch places. This is a teleportation effect, which emits an audible pop.
- 4 Magical lightning arcs from the marotte toward the target of your attack. The target takes 2d6 points of lightning damage, and each creature within 10 feet of your target (including you) must succeed on a DC 13 Dexterity saving throw or take 1d6 points of lightning damage.
- 5 The target of your attack is affected by an enlarge/reduce spell (save DC 13). Roll again. On an even number the target is enlarged, on an odd number they are reduced.
- 6 The marotte transforms into an axe. The attack deals 1d12 + your Charisma modifier slashing damage instead of what it would deal normally. The target of your attack must succeed on a DC 14 Wisdom saving throw or become frightened of you for 1 minute. A frightened creature can attempt a new saving throw at the end of its turn, ending the effect on a success.
- 7 The target of your attack glows the color of your choice. Until the start of your next turn, they shed bright light of out to 15 feet, and dim light an additional 15 feet beyond this.
- 8 You turn invisible for 1 minute. Roll again. On an odd number the target of your attack also becomes invisible for 1 minute.
- 9 Your attack deals no damage. The target of your attack must succeed on a DC 14 Wisdom saving throw or turn into a frog (as the polymorph spell) for 1 minute. Roll again. On a roll of 1, the effect happens again, targeting you.
- 10 Roll twice more on this table, re-rolling 10s. Your attack has both of the effects you rolled combined.

RING OF PLANT-SPEECH

Ring, uncommon

While wearing this ring you can speak with plants and plant creatures within 30 feet of you as though you shared a common language. Non-sentient plants within 30 feet of you gain sentience and can communicate with you telepathically, relating any events they have seen within the last day, along with information about creatures that have passed, weather, and other circumstances.

This ring is prized by followers of Henwin.

STAFF OF CLIMBING IVY

Staff, uncommon (requires attunement by a bard, druid, sorcerer, or warlock)

This staff appears to be formed by several strands of leafy vines that have grown together into the shape of a twisted walking stick. Despite this, it is as rigid and sturdy as one made from wood.

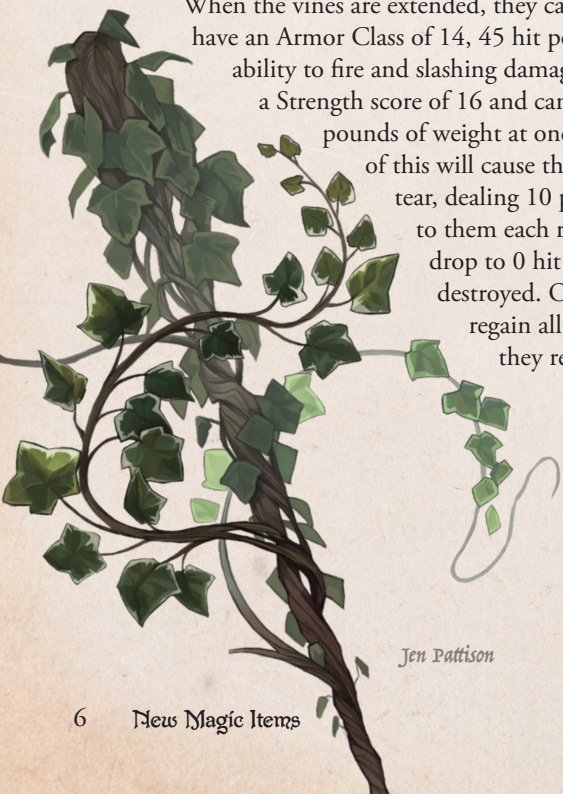
The staff has three command words, each of which can be spoken while holding the staff to cause a different effect:

You can speak the first command word as a bonus action to cause up to 120 feet of creeping vines to grow from the staff at a speed of 30 feet per round toward a solid surface or unattended object you can see.

You can speak the second command word (costing no action) to cause the vines to grow into a solid surface or unattended object within their reach and become firmly affixed. The vines can only be anchored to one object or surface at a time.

You can speak the third command word as an action to cause the vines to retract into the staff at a speed of 30 feet per round. If anchored to a solid surface, they will pull the staff's wielder towards it at the same speed. If anchored to an unattended object, they will pull the object towards the wielder of the staff instead.

When the vines are extended, they can be attacked. They have an Armor Class of 14, 45 hit points, and vulnerability to fire and slashing damage. The vines have a Strength score of 16 and can bear up to 240 pounds of weight at once. Weight in excess of this will cause the vines to begin to tear, dealing 10 points of damage to them each round. If the vines drop to 0 hit points the staff is destroyed. Otherwise, the vines regain all lost hit points when they retract into the staff.



Jen Pattison



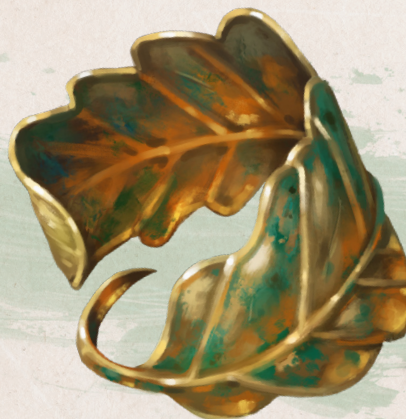
Frank Wade

TALONS OF THE SQUALL

Wondrous item, uncommon (requires attunement)

Awarded to those who pass tests of endurance administered by priests of Altus, these leg-bracers seem to crackle with a faint energy. While you wear them, you gain the following benefits:

- You have resistance to lightning damage.
- You roll all saving throws and ability checks made to resist being moved by strong winds with advantage.
- You do not suffer disadvantage on ranged attack rolls or Perception checks while in strong winds or under conditions of heavy rain or snowfall. If you possess a fly speed, you can fly normally under such conditions.



Christina Kraus

Rare Items

BAND OF FRUITFULNESS

Wondrous item, rare

This gold bangle is etched with depictions of fruits, vegetables, and prepared foods. This item has 6 charges. You can speak the command word and expend 1 to 6 charges to cause the bangle to fly from your wrist and transform into a gold table filled with fresh and lovingly crafted home-cooked dishes. This food never goes bad or spoils, nor does it empty until the effect's duration expires. The feast created by the bangle takes 10 minutes to consume for each charge expended to activate it. Up to 5 creatures can sit at the table and spend the full duration feasting to gain the following benefits based on how many charges were spent to activate the bangle.

- 1 charge:** Each creature heals 5d8 hit points
- 2 charges:** As above, and each creature becomes immune to poison and fear for 1 hour
- 3 charges:** As above, and each creature is cured of all diseases and poisons currently affecting them
- 4 charges:** As above, and each creature has their exhaustion level reduced by 1
- 5 charges:** As above, and each creature's hit point maximum increases by 2d10 for 1 hour. Each creature gains this many hit points.
- 6 charges:** As above, but exhaustion is reduced by a further level, and all the benefits which last for 1 hour last for 24 hours instead.

Each time the item is used, it appears to have less and less etchings of food covering its surface. Once all its charges have run out, it resembles a plain gold bangle. The bracelet regains 2 charges each day at dawn, up to a maximum of 6 charges. This item is valued by followers of Hanera.



Veronika Fedorova

THE CHRONICLE OF FOOLS

Wondrous item, rare (requires attunement)

A poorly-bound leather journal, filled with stories from countless adventurers and chroniclers, spanning centuries. The book perpetually has blank pages that hunger for more stories. The cover is indestructible, and if the pages are damaged or removed they will simply re-form a few minutes later. The writing on the pages can't be obscured, smudged, or altered in any way. Only those attuned to the book can write in it. At anytime, you can consult the stories within, as an action, to grant yourself or a person who can hear you advantage on any ability check. The target also adds double their proficiency bonus to this check.

Curse. You are reluctant to part with the chronicle for as long as you remain attuned to it, and are compelled to keep the journal on you at all times. Some force inside the book urges you to write detailed entries about anything that happens in your life, including intimate details about you, your friends, and anything of note you may have come across while attuned to the book. The book compels you to write in total honesty, and to divulge vulnerabilities, flaws, and even damaging secrets in your entries.

Ben Zweifel



COGWORK WINGS

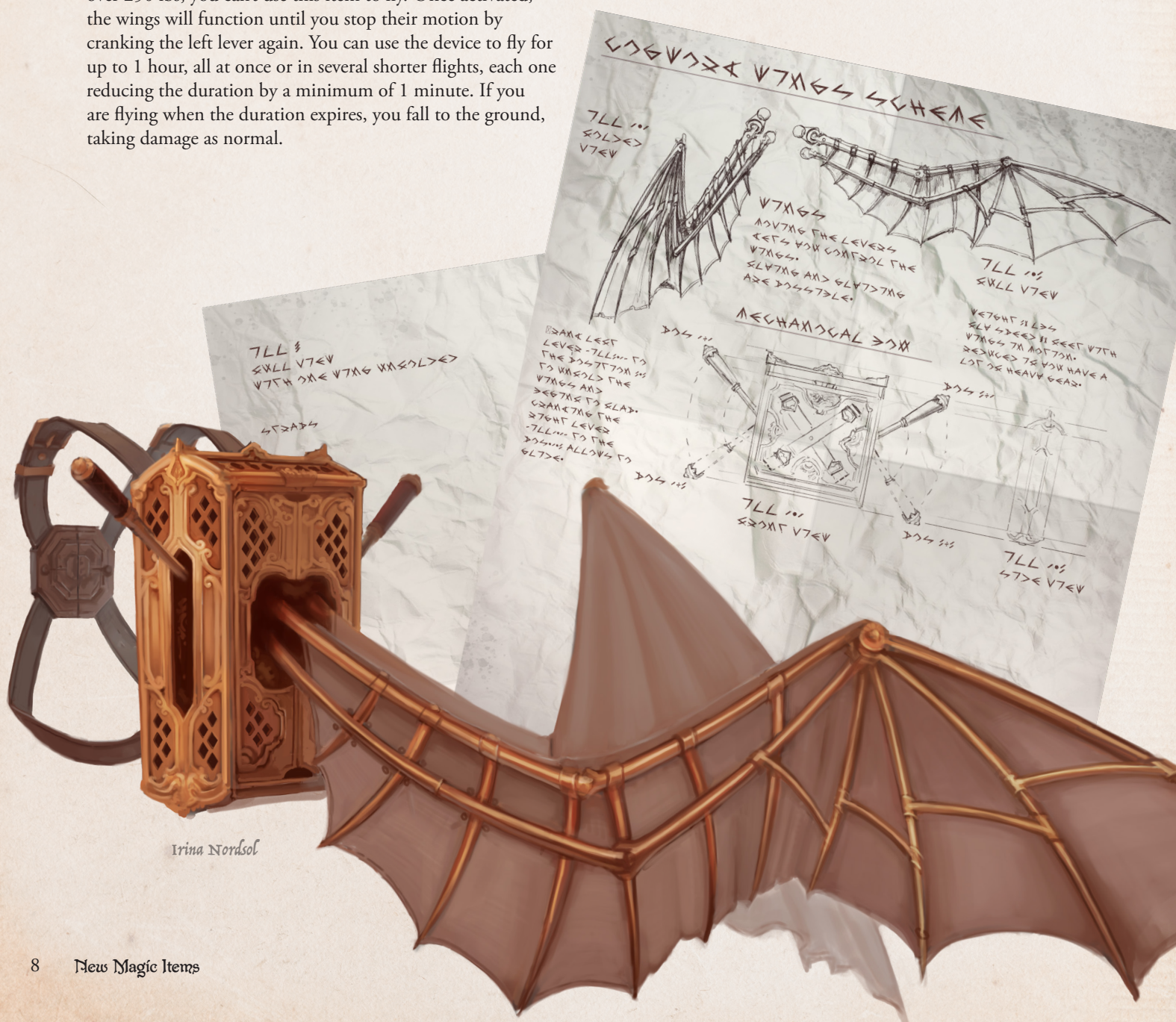
Wondrous item, rare

This strange device was made by a mapach tinkerer and uses its powerful enchantment as a power supply. It resembles two folded wings, made of brass and cloth, attached to a box containing an intricate array of gears and cogs. This box has leather straps which allow it to be worn across the back, and two brass levers which can be cranked by the wearer. The entire device weighs only 20 lbs. While wearing the device, you can crank the left lever using an action to activate the wings, causing them unfurl and flap. Cranking the left lever again as an action stops the wings movement and causes them to fold back into their original position.

While the wings are in motion, you have a fly speed of 60 feet. This fly speed is reduced to 30 feet if your combined weight, with your gear (worn and carried), is over 150 lbs. If your combined weight, with your gear, is over 250 lbs, you can't use this item to fly. Once activated, the wings will function until you stop their motion by cranking the left lever again. You can use the device to fly for up to 1 hour, all at once or in several shorter flights, each one reducing the duration by a minimum of 1 minute. If you are flying when the duration expires, you fall to the ground, taking damage as normal.

You can crank the right lever as a reaction to cause the wings to extend out to the sides, allowing you to glide safely to the earth. Cranking it a second time as a reaction causes the wings to fold back into their original position. If you are falling while the wings are extended in this way, you immediately stop falling and descend at a rate of 30 feet per round until you land. This speed is increased to 60 feet if your combined weight with your gear (worn and carried) is over 150 lbs. Using this lever doesn't count towards the flight duration, however if it is cranked while the wings are in motion it will still slow your fall, though there is a 50 percent chance the device will fail. If this occurs the device will become completely useless for 2d12 hours after you've landed.

The wings regain 10 minutes of their flying capability for every 4 hours they aren't in use.



Irina Nordsol

Cory Trego



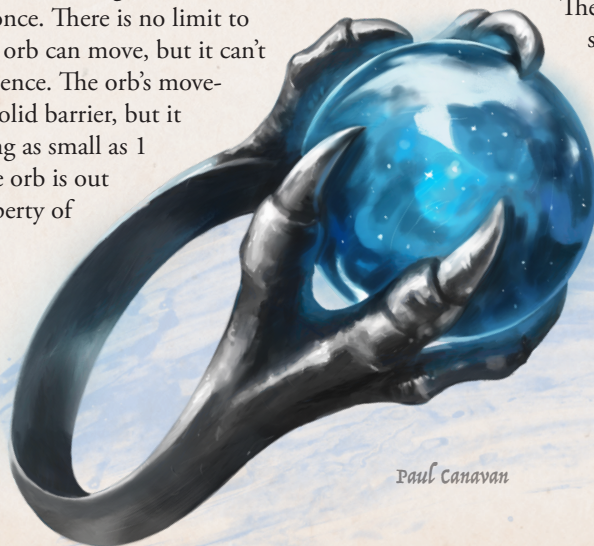
EYE OF STARSIGHT

Wondrous item, rare (requires attunement)

This black bronze amulet is made of intricate cogwork and has a single polished glass orb the size of an eye set tightly in its center. This item has 3 charges, and regains 1d3 charges each night at dusk.

When you wear this amulet, the orb inside grants you supernatural awareness of your surroundings. When you make a skill check, attack roll, or saving throw, you can spend your reaction and expend a charge to re-roll the result. You must do this after the die has been rolled, but before the outcome has been determined. You must also take the result of the new roll, even if it is worse than the original.

Additionally, speaking a command word causes the cogwork around the glass orb to open slightly, allowing the orb to be removed. Speaking the command word again closes it. While the amulet is open, you can use your bonus action to command the orb to float out of its setting, or return back to a resting state. While as the orb is out, you can spend an action to move it up to 30 feet in any direction, and you can expend a single charge to mentally receive visual information from the orb for 10 minutes. The orb has truesight out to 30 feet and can see in all directions at once. There is no limit to how far away from you the orb can move, but it can't enter another plane of existence. The orb's movement can be blocked by a solid barrier, but it can pass through an opening as small as 1 inch in diameter. While the orb is out of the amulet, the first property of this item can't be used.



Paul Canavan



Frank Wade

FANGS OF GUILF

Wondrous item, rare (requires attunement)

This rare necklace was created by supplicants of Kren, who obtained knowledge of their craft in a ritual exchange. The necklace imbues its wearer with equal parts guile and savagery.

While you wear it, you make Deception, Insight, and Persuasion skill checks with advantage.

This item has 3 charges. It regains 1d3 charges nightly, at dusk. You can spend an action to expend 1 to 3 charges and cause a large red spectral maw to bite a creature you can see within 5 feet of you. The spectral jaws make an attack roll with a +7 bonus. On a hit, the target takes 3d6 magical piercing damage for each charge spent. You gain an amount of temporary hit points equal to the damage dealt.

If the necklace has no charges at dusk, roll 1d6. On a 1 the fangs yellow and dull, and the item loses its magic forever.

RING OF THE SKY HUNTER

Ring, rare (requires attunement)

This ring has 3 charges, and it regains 1d3 spent charges each day at dawn. While wearing this ring, you can use an action and expend 1 to 3 of its charges to attack one creature you can see within 60 feet of you. The ring produces a pair of spectral talons which dive from the sky and make an attack roll with a +7 bonus. On a hit, the target takes 2d8 magical piercing damage for each charge you spent.

Alternatively, you can expend 1 to 3 of the ring's charges as an action to cause the same spectral talons to appear and lift a Large or smaller creature you can see within 60 feet of you.

The target must succeed on a DC 15 Strength saving throw or be grappled by the claws and lifted 20 feet into the air for each charge spent. The target can repeat the saving throw at the end of each of its turns to break free of the grapple, and takes damage as normal from its fall.

Very Rare Items

SABER OF UNITY

Weapon (rapier or scimitar), very rare (requires attunement)

This sword has been imbued with the spirit of Gaspard's leadership, and grants whoever wields it a portion of his courage. You gain a +2 bonus to attack and damage rolls made with this magic sword. In addition, you and any allies within 10 feet of you are immune to being frightened while you wield it. Whenever you score a critical hit with this sword against a foe that is larger than you, you and all allies within 10 feet of you gain 2d10 temporary hit points.



Ben Zweifel

PATHFINDER'S PEBBLE

Wondrous item, very rare (requires attunement by a cleric of the nature domain, druid, or ranger)

This polished pebble is inscribed with the holy symbol of Reya, and carries a powerful blessing from the Amaranthine. So long as you carry the pebble on your person, and are outdoors, you always know which way is north.

When holding the stone, you can spend an action to focus your mind on your surroundings, allowing you to cast commune with nature once. You regain the ability to do so each dawn. Additionally, by grasping the pebble tightly and speaking out loud the name of a fixed location you are familiar with on the same plane of existence, the pebble will grant you knowledge of the shortest, most direct physical path toward it. As long as you are holding the pebble, you know how far the named location is from you and in what direction it lies. Furthermore, you can automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination. This lasts until you have either arrived at your destination, or select a new destination in the same manner described above.

Marzena Piwowar



FEATHER ROBE

Wondrous item, very rare (requires attunement by a sorcerer, warlock, or wizard)

This luxuriant robe is made from the feather of a birdfolk spellcaster. Though it appears to be made of many individual plumes, the robe is actually composed of only a single feather, flawlessly copied over and over again by the magic which created it.

You gain the following benefits from wearing the robe.

- Your Intelligence or Charisma score becomes 22 (your choice when you don the robe).
- You have a +1 bonus to saving throws while you wear this robe.

Additionally, you gain different benefits from wearing the robe depending on the race of the birdfolk spellcaster that donated a feather to create it. The GM chooses the feather that was used to make the robe or rolls to determine it randomly.

d10 Birdfolk Feather

1-2	Corvum
3-4	Gallus
5-6	Luma
7-8	Raptor
9-10	Strig

Corvum: Your spell attacks have advantage against foes that have not yet acted this combat. Treat any successful spell attack roll made against a surprised creature as though it were a critical hit.

Gallus: When you cast a spell that targets only one ally and doesn't have a range of self, you can target a second ally in range with the same spell. You can only use this property three times each day.

Luma: Whenever a target succeeds on a saving throw against one of your spells, you may spend your reaction to have that target repeat that saving throw. If the target fails, they suffer the consequences for failing the saving throw of your initial spell as normal. You can only use this property three times each day.

Raptor: When casting a spell that deals damage to a single target, so long as you have already expended some of your movement during that turn, your spell deals additional damage equal to your character level.

Strig: Whenever you cast a spell you gain temporary hit points equal to 2d10 + the level of the spell slot used to cast it.

Christina Kraus



FLAME OF INGENUITY

Wondrous item, very rare (requires attunement by a bard, sorcerer, or wizard)

This wooden lantern contains a small flame within. The first instance of such an item was said to have been based on a divine vision inspired by Gesme herself, and represents the true power of fire's gift when properly harnessed.

The mystical flame inside this wooden lantern never goes out, and can only be quenched inside of an antimagic field. It sheds bright light in a 30-foot-radius, and dim light for an additional 30 feet. Invisible creatures and objects are visible so long as they are in the lantern's bright light, and illusions in the bright light are immediately revealed, appearing as spectral forms rather than solid matter. You can use an action to speak a command word, reducing the flame's light to dim light in a 5-foot-radius.

When you roll a 1 or 2 on an Intelligence check while you are attuned to the lantern, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Additionally, by spending 1 minute meditating on the flame within the lantern, you can regain up to 5 levels worth of spell slots, divided as you choose. For example, you could regain one 5th level spell slot, or one 3rd level and one 2nd level spell slot. This property can't be used again until the next dawn.



Legendary Items



EGG OF REBIRTH

Wondrous item, legendary (requires attunement)

This smooth golden egg fits in your hand. It feels warm and is surprisingly strong despite its delicate appearance. It is blessed with the life giving powers of Ardea. Attuning to the egg involves placing a portion of your life energy inside of it. You can feel your life force within it, and always know its direction and distance from you as long as you are on the same plane of existence as the egg. The egg is unbreakable and indestructible. Only a power word kill spell cast on the egg can destroy it, causing it to turn black and crumble to dust and killing any attuned character in the process, regardless of their hit point total.

While you carry this egg on your person you may spend your reaction to immediately attempt a second saving throw against one effect or condition currently affecting you. Once you use this property you can't use it again until the next dawn.

When you die, as long as the egg is within 20 feet of you, it shatters and you are immediately restored to life (regaining your maximum hit points) in a blaze of brilliant light. All hostile creatures within 60 feet of you must succeed on a DC 17 Constitution saving throw, taking 12d6 radiant damage on a failure, or half as much on a success. Any creature that fails the saving throw is blinded for 1 minute.

Artifact

SHROUD OF ENDING

Wondrous item, artifact (requires attunement)

There is an old tale about a foolish birdfolk sage who believed themselves to be even wiser than the Amaranthine. One day, while wandering alone in the Wood at night, they met Tyton, who had come to collect their soul. Rather than accept their death with dignity, the sage instead debated with Tyton about the unfairness of mortality. Tyton could not deny their logic, but warned the heedless sage about disrupting the cycle of life and death. He wove for the sage a cloak from the fabric of the night sky itself and infused it with a small fraction of his power. With this, the sage could live forever. Tyton declared that he would return in a century, and if the sage still felt the same, the Amaranthine of death would never again visit the sage. The sage watched everyone around them gradually age, succumbing to illness and old age as he lived on, and eventually understood his folly. It is said that Tyton left the Shroud of Ending in the world as a reminder of the sage's foolishness.

You must make a DC 12 Constitution saving throw when you attune to this artifact. On a failure, the Shroud of Ending causes you to magically age 5d10 years. For the next hour, you make any attack roll, ability check, or saving throw with disadvantage as your body is temporarily weakened by your sudden advance in age. If this causes you to age beyond the average natural lifespan for your race, you instantly die and your soul rises immediately as a ghost sworn to protect the artifact.

As long as you are attuned to this artifact, you deal 1d6 necrotic damage to any plant you touch that isn't a creature, and any creatures with the plant or beast type within 30 feet of you become hostile toward you. Additionally, you stop aging and no longer require food or sleep to live. Whenever you are no longer attuned to this item you immediately age a number of years equal to the amount of time you would have aged while attuned to the artifact. If this causes you to age beyond the average natural lifespan for your race, you instantly die.

Blessings of Tyton. While wearing the cloak you gain the following benefits:

- You gain a +2 bonus to your AC and saving throws.
- You can see in darkness as if it were bright light.
- You are immune to poison damage, the poisoned condition, and all diseases.

You make death saving throw, and saving throws against effects that would kill you instantaneously without dealing damage with advantage.

Hasten the Sunset. While wearing the cloak, you can spend an action to cause a living creature you can see within 120 feet of you to age rapidly. The creature must make a DC 17 Constitution saving throw, instantly aging 6d10 years on a failure and aging by one year on a success. On a failed saving throw, the target automatically fails any Strength or Dexterity checks and makes all other attack rolls, ability checks, and saving throws with disadvantage. This effect lasts until a remove curse spell is cast on the target to dispel it. If the target ages over the average natural lifespan for their race, they die. Once this property has been used, it can't be used again until a week has passed.

Shade's Form. While wearing the cloak, you can cast etherealness. Once this property has been used, it can't be used again until the next dusk.

Step of the Night's Shadow. While wearing the cloak, you gain the ability to teleport to a location within an area of dim light or darkness within 500 feet of you as an action. You arrive at exactly the spot desired, so long as it is an area of dim light or darkness. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet." In order for the teleportation to succeed, you must arrive in an area of dim light or darkness, otherwise you are teleported to the nearest such area within range. You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell. If you would arrive in a place already occupied by an object or a creature, you and any creatures or objects you wished to bring with you fail to teleport. After you use this property roll 1d6. On a roll of 6 you can't use it again until the next dusk.

Destroying the Cloak. The only way to destroy the Shroud of Ending is to present it to the rising sun in the hands of a Cleric of Ardea of at least 17th level. The cleric must say a prayer, returning the power of night and death to Tyton, and cast the daylight spell upon it. The power within the Shroud of Ending will recognize the coming of Ardea's dawn and return to Tyton's realm. A faintly magical, but powerless cloak will be left behind, which resembles the sky at dusk.

Stephanie Cost

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